



- **COACH-TRAINER** Data-driven Holistic Coaching & Skills for Entrepreneurs
- **CONSULTANT** Trapped Value Release, Innovation, Business Transition
- **INNOVATOR** Circular, Holistic, Digital, Tangible, Non Tangible Innovations
- **MENTOR** for Talents, Impact Leaders & Entrepreneurs
- **SPEAKER** Entrepreneurship, Sustainability & Human Potential
- **AUTHOR** Multidisciplinary Scientific Research, Holistic Entrepreneurship
- **FUTURIST** Innovation, Entrepreneurship & Climate Change, Global Civilization

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<https://matrix-q.events> (KeyNote)

SKILLS: Data-Driven, Decision Making, Autonomy, Team Work, Leadership, Time Management, Focus, Attention Span, Endurance, Collaboration, Co-creativity, Non Violent & Actionable Communication, Work-Life Balance, Thinking & Design Skills (Strategic, Circular, Regenerative, Holistic, Minimalist), Comfortable with Complexity, Adaptive capacity, Emotional Intelligence, empathetic, Learning Skills, SDG's Compliance, IDG's Skills, Positive & Creative MindSet, Nature-systems inspired, Agile, Creative

ENTREPRENEURSHIP EXPERIENCE

(**FOUNDER - IMPACT INVESTOR - Impact Lead, Coach-Trainer, R&D Lead**)

- **Matrix-Q Entrepreneur's Club** (Diverse Services for Business: Research Institute, Akademia for Entrepreneurs. Start-ups Incubator, Innovation Lab & Studio, Causes & Investment Fund, Human Capital, Coachig & Consultants, The Netherlands 2016 2023
- **Matrix-Q Holistic Circular Innovation Design & Wealth Generation** The Netherlands 2020
- **EM Business Akademia** Germany, 2010-13
- **Matrix-Q Coaching School** Switzerland, Austria, Germany, Finland, Russia, The Netherlands, Peru, 1999-2005-21
- **LCC Language School** Switzerland, 2003-6
- **Non profit - TCIA Travelers Association for Sustainable Development (NGO)** Peru, Bolivia, Ecuador, Chile 1997-2003
- **SOUND, ICT Data-Base, Web + Smart Applications** (MQ9) Peru, Chile, Switzerland, Germany, The Netherlands 1996 -2023
- **MULTIDISCIPLINARY + Leadership + Social Impact Gamified Workshop**, 80, 40, 24 Students 1993 -1997, Lima, Peru
- **HOME VIDEO GAME ARCADE** - Rent of video games. 1984-5, Hz, Peru

WORK EXPERIENCE (Consultancy + Employment)

- 2019-2023 **Consulting, Mentorship for Entrepreneurs** members of the Matrix-Q Club
- 2019 Germanix, **Strategic Management & Coaching**, Hong Kong
- 2018 Solidaridad Network, **GTF Team Building & Coaching** The Netherlands
- 2017 De Dieren Bescherming, **Research & Coaching C-Level** The Netherlands
- 2015 Cloudi OY, **Coaching & Training for Leaders**, Finland
- 2014 HB Multi-Business, **Strategic Management & Coaching**, Switzerland
- 2011 Lynx Technique, **Coaching & Training for C-Level Leaders**, Germany
- 2008-2012 Berlitz, **Specialist C-Level Training**, 8 Locations, Germany
- 2005 PE Druck, **ICT Algorithms + Application design**, Switzerland
- 2002-2003 AT+Travel Services, **Web Based Applications**, Peru & Chile
- 2001-2003 Diverse companies: Ponsianas Hotel, BR, M & AK Travel Services, **Responsible Tourism & Strategic Management, Consultancy** Peru
- 1999 APECO, **Data Archive Project** - Environmental Education Trainers, Peru
- 1996-1997 ABACO ICT Consultants, Srl. **Algorithm design + Coding**, Peru
- 1993-1997 PUCP, University Library, **Office Assistant**, Peru

EDUCATION

- Pontific Catholic University, Peru. Science+ Math for Engineering 1991-1996
- Cybertec & PUCP Informatic Institute, Coding, Peru, 1990-1996
- Pedagogics for: Languages, Environment Protection, Youth-Social, Scouts 1984-2005

VOLUNTEER

- **Street Children & Responsible Tourism** 1996-2002 Peru, Bolivia
- **Community Development** 1999-2003, Peru, Bolivia, Chile
- **Conscious breathing**, for Better Future, The Netherlands, 2020
- **Mentorship, Coaching, Training** for Social Impact Causes Matrix-Q Club Impact Projects, Matrix-Q Fund

BONUS SKILLS

- **Holistic Coach-Trainer:** Yoga, Meditation, Conscious Breathing, Martial Arts (Kata, Sword, Bow), Dance Improv., Mental + Emotional + Body Stress Release, Story Telling
- **Explorer & Research** Math, Proto-computing+thinking Tools: Nature-Inspired Ancient cultures and civilizations, Expeditions 1996-2021